Grimm World

The Encyclopedia

Money, Regions, Alignment and the Game Setup

Alignment

+3

You are an altruistic person. Attach the card to your character as a Status Upgrade. Your Alignment is now permanently +4.

If you now have 3 cards with -icon, place the cards X01 and X02 under the Encounter Deck.

+1

+1

+4

Thalers

20

Thalers

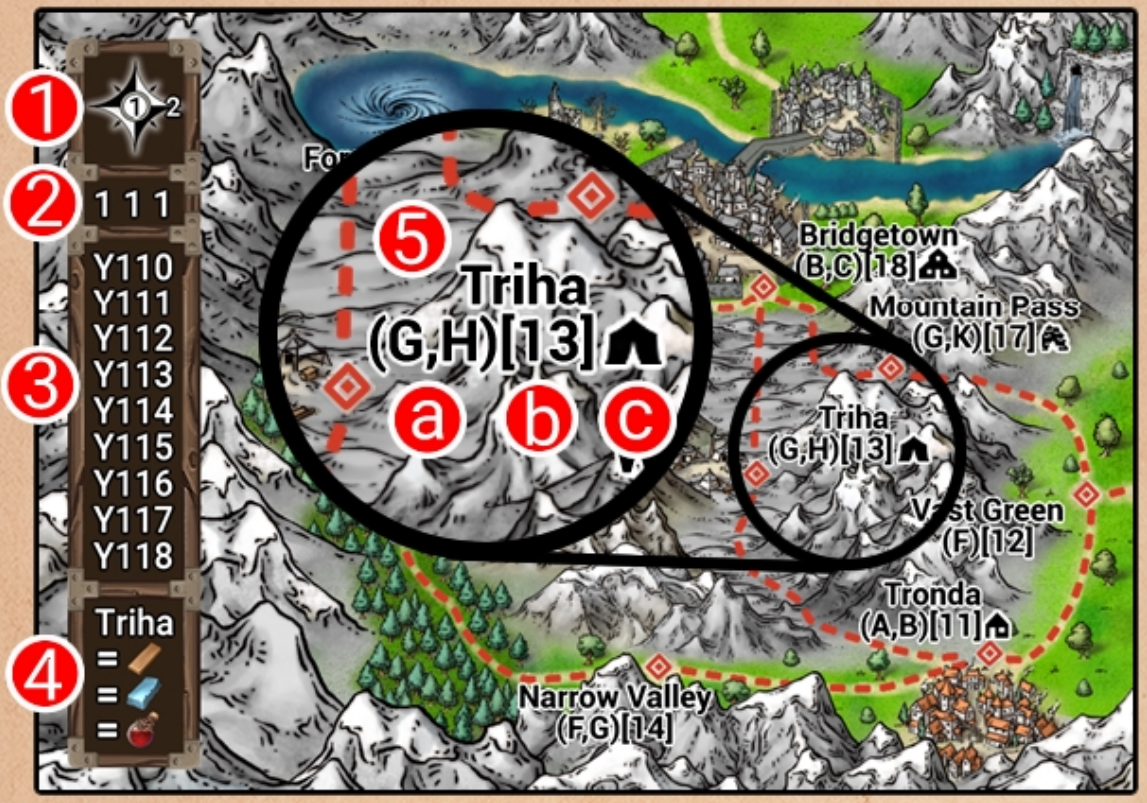
10

The Alignment Cards

There are two Alignment Cards in the game, one with green numbers (from +1 to +4), which represents a morally good and altruistic person, and one with red numbers (from -1 and -4), which represents a morally bad and selfish person. The alignment can therefore have a value between +4 and -4, whereby the 0 does not exist. The value increases or decreases depending on how the player behaves during the course of the game. The inhabitants of the world also react to the character's current alignment. The value of the current alignment is displayed by placing the Alignment Card to the left below the Character Card. If a character ever reaches the value +4 or -4, the character's status values change, and the card is placed to the right below the Character Card. Details are described on the card itself.

The Money Cards

There are 4 Money Cards which are used in the game to show the character's current wealth. Each of the cards has a printed front and back with two amounts of money on each. To show the current amount of money a character has, the cards are placed under the right-hand side of the Storage Card so that the amount collected is visible. The player can use the four cards to display all money values between 0 and 150 thalers. If the character has no money, the 0 thaler Money Card is placed under the Storage Card, which is particularly important for saving the game.


1
1
2
2
1 1 1
3
Y110
Y111
Y112
Y113
Y114
Y115
Y116
Y117
Y118
4
Triha
=
=
=
5
Triha
(G,H)[13]
a
b
c
Bridgetown
(B,C)[18]
Mountain Pass
(G,K)[17]
Triha
(G,H)[13]
Vast Green
(F)[12]
Tronda
(A,B)[11]
Narrow Valley
(F,G)[14]

1
Region 1
2
1
1
1

The Region Cards

The Region Cards show the regions of the country.

1. The compass shows the ID of the Region Card in the center, which is also shown on the back of the card. It also shows the IDs of the neighboring regions.

2. The Event Number consists of 3 numbers, each representing a potential event in this region. When a new Region Card should be placed, then always place the card with the lowest number still available.

3. When a Region Card is placed, all Y-Cards listed here in this box are placed into the Encounter Bar.

4. This is the goods price list of the local merchant guild. If the character goes to the merchants ( ) of this region and there are no prices yet, the topmost Encounter Card is drawn and placed under the Region Card. This determines the prices for buying and selling goods.

5. Each location is marked by a square, given a name and connected to at least one other location by a dotted line. These lines indicate where the character can move from this location during the Travel Phase.

a. The Landscape Identifier is given in round brackets. It indicates the landscape type(s) of the location and thus determines what kind of encounters the character has when traveling to this location.

b. The location number is given in square brackets. It assigns a unique number to each location and some cards on the Encounter Bar, or some encounters make direct reference to this number.

c. These symbols mark villages, towns, and other places. Some cards on the Encounter Bar or some encounters refer to whether the character is in such a location.

The Game Setup

To start a new game, the different types of cards must first be sorted and laid out:

1. Place the Character Cards, the 2 Alignment Cards and the 4 Money Cards as three piles at the edge of the playing area.

2. Sort the Encounter Cards by type (B-Encounter Cards and X-Encounter Cards) into two piles. Place the two Encounter Cards that have an hourglass on the back separately.

a. Shuffle the B-Encounter Deck and place the 'Time Passes'-Card (hourglass on the back) underneath the deck.

b. Sort the X-Encounter Cards according to their card number and place the deck face up on the edge of the playing area.

c. Leave the 'Next Chapter'-Card (also with an hourglass on the back) face up on the edge of the playing area.

3. Sort the Region Cards by the number of the region and then based on their three-digit Event Number. Place the deck on the edge of the board.

4. Sort the Terrain Cards by their card number and place the deck on the edge of the playing area. These cards are only used during a combat.

5. Place the 4 Hit Point Cards next to the Terrain Cards on the edge of the playing area. They are also only used during a combat.

6. Sort all Lost Pages Cards (Y-Cards) in ascending order of their number from Y001 to Y999. Please note that some numbers appear more than once, and some do not appear at all.

7. The Storybook Deck consists of 17 cards and is structured as follows:

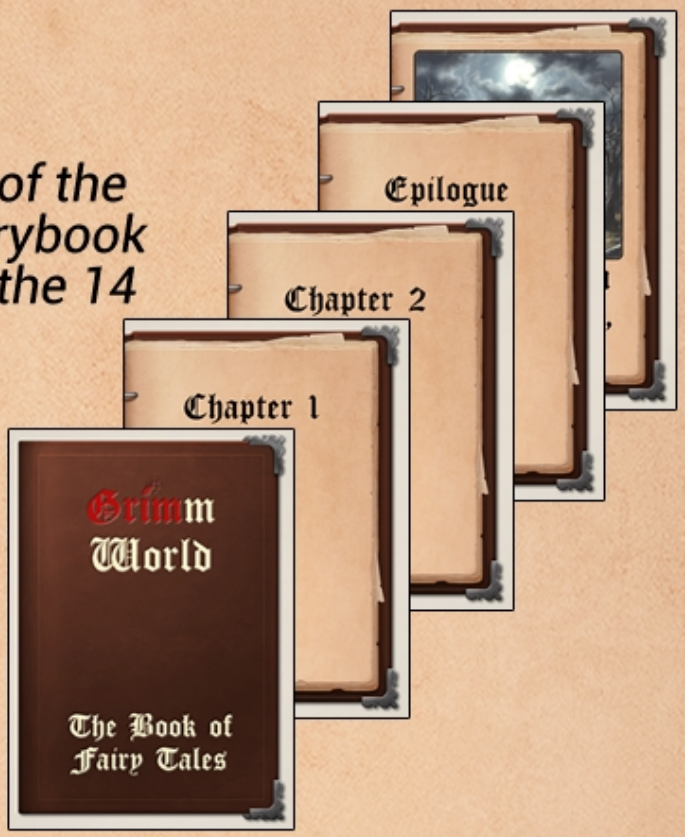
a. The top card is the Book Cover Card.

b. This is followed by the 14 Chapter Cards (chapter 1 to chapter 14).

c. Below this is the Epilogue Card.

d. The bottom card is the back of the book.

Here is an example of the structure of the Storybook Deck with only 2 of the 14 Chapter Cards.



8. Finally turn over the top card of the Storybook Deck and resolve it.

Your adventure begins now!